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CSE 344 HW4 REPORT

1 Overview

First of all, to solve the problem, I read the parameters given by the user one by one with the `getopt()` function and assigned them to the variables. I checked whether the parameters given by the user are valid. I returned an error message if there is an invalid parameter or a missing parameter. I created functions named `consumer` and `supplier` that threads will use. The `supplier` loop works to read one character at a time from the input file. The `consumer` loop runs as much as the `N` value entered by the user. `consumers` will wait for the semaphores and the `supplier` will post to these semaphores as they read characters from the file. If the '1' character is read, the first semaphore will be posted, if the '2' character is read, it will be posted to the second semaphore. Thread of `supplier` is set to be detachable. At the end of the program, it will wait for all threads to terminate and will terminate.

2 How did I solve this

First of all, I kept a pointer to hold `consumer` threads. I converted this pointer to a dynamic array with the `C` value from the user. Since the `supplier` thread will be detachable, I gave an `attr` parameter with the `PTHREAD_CREATE_DETACHED` parameter while creating the thread. Then I created `consumer` threads in a loop. I have passed the `id` of each thread as a parameter to the function. I joined `consumer` threads to wait for all `consumer` threads to terminate. I have created 2 separate functions called `waitSem` and `postSem` to control semaphores. `waitSem` takes semaphore and two separate parameters. one for the '1' character and the other for the '2' character. If neither of these two characters is posted, the `consumer` thread cannot exit wait. The `postSem` function takes these characters separately.

```

void waitSem(int sem, unsigned short a, unsigned short b) {
    struct sembuf sop[2];
    sop[0].sem_num = a;
    sop[0].sem_op = -1;
    sop[0].sem_flg = 0;
    sop[1].sem_num = b;
    sop[1].sem_op = -1;
    sop[1].sem_flg = 0;

    if(semop(sem, sop, 2) == -1) {
        fprintf(stderr, "waitSem semop error");
        exit(EXIT_FAILURE);
    }
}

```

waitSem function

```

void postSem(int sem, unsigned short n) {
    struct sembuf sop;
    sop.sem_num = n;
    sop.sem_op = 1;
    sop.sem_flg = 0;
    if(semop(sem, &sop, 1) == -1) {
        fprintf(stderr, "postSem semop error");
        exit(EXIT_FAILURE);
    }
}

```

postSem function

Supplier thread reads only 1 character at a time from the file. If this character is '1' it posts semaphore number 0, if this character is '2' it posts semaphore number 1. When the end of the input file is reached, the supplier thread terminates. All of the consumer threads are running as much as the N value entered by the user. These consumer threads are putting semaphores 0 and 1 on hold at the same time. they continue to work when posted in two semaphores. These threads terminate when the number of iterations reaches N. When the threads are terminated, the program closes the semaphores, frees the consumer pointer and closes the input file.

Valgrind Result:

```

==390282== HEAP SUMMARY:
==390282==    in use at exit: 0 bytes in 0 blocks
==390282== total heap usage: 18 allocs, 18 frees, 5,806 bytes allocated
==390282==
==390282== All heap blocks were freed -- no leaks are possible
==390282==

```

Running hw4 program:

`./hw4 -C consumerNum -N iterationNum -F inputfilePath`

I wrote a handler to catch the SIGINT signal. When the user presses the CTRL+C, I set the atomic control variable to FALSE to terminate the threads. Then it closes the semaphores, frees the consumer pointer, closes the input file and ensures that the program terminates properly. When CTRL C is pressed, a possible leak appears in valgrind as much as 272 byte * threads due to the pthread_create function.

```

==390029== LEAK SUMMARY:
==390029==    definitely lost: 0 bytes in 0 blocks
==390029==    indirectly lost: 0 bytes in 0 blocks
==390029==    possibly lost: 2,992 bytes in 11 blocks
==390029==    still reachable: 0 bytes in 0 blocks
==390029==    suppressed: 0 bytes in 0 blocks
==390029==

```

OUTPUTS

[illegible][illegible]

```
1 1212
2 1212
3 1212
4 1212
5 1212
6 1212
7 1212
8 1212
9 1212
10 1212
11 2122
12 2222
13 1111
14 1121
15 1122
16 1212
17 1212
18 1212
19 1212
20 1212
21 1212
22 1212
23 1212
24 1212
25 1212
26 2122
27 2222
28 1111
29 1121
30 1122
31 1212
32 1212
33 1212
34 1212
35 1212
36 1212
37 1212
38 1212
39 1212
40 1212
41 2122
42 2222
43 1111
44 1121
45 1122
46 1212
47 1212
48 1212
49 1212
50 1212
51 1212
52 1212
```

Input file